

# QUIJANT AND CURIOUS

## Path of the Street Fighter



A PRIMAL PATH OF THE  
SAVAGE STREETS

FOR D&D 5TH EDITION





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#### CONTENTS

NATIVE OF THE STREETS.....	2	NEW WEAPONS.....	5
NEW PRIMAL PATH: STREET FIGHTER.....	3	NEW WEAPON PROPERTIES.....	5
SPIRIT OF THE STREETS.....	3	NPCs, STREET FIGHTERS.....	6
STREET FIGHTING.....	3	BRAWLER.....	6
FANCY FOOTWORK.....	3	CHAIN FIGHTER.....	6
FISTS OF FURY.....	3	CLUB FIGHTER.....	7
CHAMPION OF THE STREETS.....	3	STICK FIGHTER.....	7
NEW SKILL: STREETWISE.....	4	PIT CHAMPION.....	8
NEW BACKGROUND: STREET THUG.....	4		
FEATURE: STREET CRED.....	4		
SUGGESTED CHARACTERISTICS.....	4		

#### NATIVE OF THE STREETS

Born of the slums and ghettos of the largest cities, wits and reflexes honed in the struggle to survive, relying on whatever weapons can be found at hand – or on fists and grit alone. Those barbarians who follow the Path of the Street Fighter are creatures of the savage city streets, often having grown up as gang members, pit fighters, or muscle-for-hire. Every bit as deadly as their counterparts from the wilds, they are most at home drinking and brawling in a sleazy waterfront dive, or knocking out teeth in a shady underground prize fight.

*Path of the Street Fighter* is a Primal Path for the barbarian class, specializing in unarmed combat, improvised weapons, and street-smarts. The new archetype first appeared as a steampunk-era barbarian option in *Quaint and Curious – Ethereal Gaslight*, but the path can fit into any campaign which puts a focus on adventuring in the city. This guide includes the path itself, along with supporting rules (skill and background) from *Ethereal Gaslight*, and a handful of additional options – weapons, fighting styles – that didn't appear there.

#### CREDITS

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## ***NEW PRIMAL PATH: STREET FIGHTER***

The urban jungle can be just as deadly as any remote wilderness, and its dangers have given rise to a new kind of barbarian. Forged in the struggle for life on the mean streets of a large (usually human) city, those who take up this path were often orphans and street rats, who learned to survive by their wits, their fists, and their sheer stubborn determination. They are ferocious warriors who learned every move they know by getting hit with it in a street fight, able to dish out a beating as well as take one and keep swinging. The street thug background (p. 4) is custom made for a street fighter.

### **SPIRIT OF THE STREETS**

Upon choosing this path at 3rd level, you acquire proficiency in the Streetwise skill (p. 4) if you didn't have it – if you did, you add *double* your proficiency bonus to Wisdom (Streetwise) rolls.

### **STREET FIGHTING**

Also at 3rd level, you gain proficiency with improvised weapons, as well as improved unarmed fighting abilities. Your unarmed strikes inflict damage equal to the martial arts damage of a monk of equal level (*Player's Handbook*, p. 77); this damage also applies when you are wielding suitable improvised street weapons (heavy chains, lamp posts, railroad ties, etc.; see p. 5), but never to simple or martial weapons other than clubs. Unlike monks, you can't use your Dexterity modifier in place of Strength for unarmed attacks, though your rage damage bonus applies normally to your unarmed strikes and improvised weapon attacks.

### **FANCY FOOTWORK**

At 6th level, you may choose one of the street-fighting techniques below.

***Grappler.*** When raging, when you hit a creature with an unarmed attack or improvised weapon on your turn, you can use a bonus action to attempt a grapple on the same target. This includes an attempt to entangle a target using a chain.

***Juggernaut.*** While raging, you have advantage on all rolls to resist being knocked down, stunned, grappled, magically slowed or held, or otherwise

impeded in your movement.

***Kickboxer.*** Each time you rage, you gain 1d6 ki points, which you can spend to make a Patient Defense or Step of the Wind (as the monk abilities). Unspent ki points vanish when your rage ends.

***Pugilist.*** While you are raging, all attacks of opportunity against you are at disadvantage, and any enemy who you have hit with an unarmed attack cannot take an attack opportunity against you at all.

***Stick Fighting.*** When dual-wielding fighting sticks (p. 5), you can add your ability modifier to attacks and damage rolls with both weapons. When you are raging and wielding at least one fighting stick, you can use it to attempt to disarm a foe instead of a normal attack: roll a contest of your Strength (or Dexterity) modifier + your proficiency bonus, vs. the enemy's Strength + proficiency bonus (+2 if the weapon is two-handed). If you win the contest, the creature drops their weapon.

***Weapon Block.*** When fighting with a chain, giant club, or similar two-handed street fighting weapon (p. 5), you can wield it in such a way as to obstruct attacks on you, gaining a benefit similar to a shield. The bonus is +1 to AC vs. melee attacks only, or +2 when you are raging.

### **FISTS OF FURY**

Beginning at 10th level, your unarmed strikes count as magical for the purpose of overcoming resistance or immunity to non-magical weapons.

### **CHAMPION OF THE STREETS**

At 14th level, you may choose one of the street-fighting techniques below. You *don't* have to choose the same style as you did at 6th level.

***Chain Fighter.*** When you are wielding a chain and have a creature entangled, you can maintain the grapple with only one hand on the chain, freeing your other hand to do something else. When you are raging and have a creature entangled in your chain, you can use an Attack action on your turn to automatically inflict the chain's normal damage, with no roll. Only one attack per turn can be used this way, though you may make other attacks with your free hand (or feet).



**Giant Swing.** When you are raging and wielding a giant club (or other weapon with the Knockdown feature), and you hit a Medium or smaller creature with the club, you may use a bonus action to attempt to knock the target down. Any creature you attempt to knock down has disadvantage on the Strength saving throw to resist.

**Grappler.** While you are raging, you have advantage on all grappling checks, all rolls to resist or break grapples, and any other checks or contests involved in grappling or escaping grapples.

**Juggernaut.** While raging, if you move at least 20 feet in a straight line toward a Large or smaller creature before attacking that creature, you have advantage on all melee attacks against it until the end of your turn. If any of your attacks hit, the creature must make a Strength saving throw (DC 8 + your STR

bonus + your proficiency bonus) or be knocked prone.

**Kickboxer.** When you rage, you gain 1d6 ki points, which you can spend to make a Flurry of Blows or Stunning Strike (as the monk abilities). If you chose Kickboxer at 6th level as well as 14th, you roll 2d6 for ki points gained, and can spend them on any of the monk abilities from either level. All unspent ki points vanish when your rage ends.

**Pugilist.** While raging, on any turn in which you hit an enemy with at least one unarmed strike, you can make one bonus unarmed attack against the same target on your turn.

**Stick Fighting.** While raging and wielding a fighting stick in each hand, you can make two extra attacks instead of one whenever you make a bonus attack with the second weapon.

### NEW SKILL: STREETWISE

Wisdom (Streetwise) checks replace Survival in the city – identifying dangerous areas or gang turf, finding lodging (or a safe place to squat), and navigating the various hazards of urban life. City dwellers, from street folk to beat cops to taxi drivers, rely on this skill to stay alive on the mean streets.

## NEW BACKGROUND: STREET THUG

You grew up in the bad part of town, and took your lumps on the mean streets. You've learned to navigate those mean streets as a native, with survival skills no less impressive than the most rugged outlander. Even in a strange city, you know the ins and outs of the urban jungle and its seedier elements.

**Weapon Proficiency:** Choose one simple or improvised melee weapon

**Skill Proficiencies:** Intimidate, Streetwise

**Tool Proficiencies:** One kind of gaming set

**Equipment:** Poor clothes, pouch containing 10 gp

### SUGGESTED CHARACTERISTICS

- Street thugs universally have a gruff and imposing demeanor, the open question is whether that conceals a heart of gold or a cold blooded killer. Generally more likely to pepper their language with salty slang than three-syllable words, even the smartest tend to have lower-class accents and manners, which set them apart from “ladies and gentlemen of culture.” If desired, use the characteristics for the criminal background (*Player's Handbook*, p. 129).

### FEATURE: STREET CRED

In any city you've lived in for more than a year, you have a reputation among the dregs and droogs. The specifics of this rep depend on your exploits and interactions – from “ruthless bastard, but good as his word” to “always sticks up for the little guy” – but it gives you the edge in dealing with the denizens of the street. You have advantage on Intimidate rolls to get information from a snitch, Streetwise rolls to track down a black market connection, and similar interactions with the seedy underbelly.



## NEW WEAPONS

The weapons below count as improvised weapons, and thus gain all the benefits of the Street Fighting ability (p. 3). Characters who lack that ability, or proficiency with improvised weapon from some other source, can't use the new weapon properties (knockdown or entanglement).

**Fighting Sticks.** Light, balanced sticks, about the length of a shortsword, often used in pairs.

**Giant Club.** A lamp post, railroad tie, or other large and heavy blunt object wielded in two hands. A solid hit can knock over a Medium or smaller creature; see the Knockdown weapon property. Nails, spikes, or other sharp protruding objects can be pounded in, converting the weapon's damage to piercing. Any creature with Strength less than 15 has disadvantage on attack rolls made with a giant club.

**Heavy Chain.** A length of thick chain, long enough to hit a target up to 10 feet away, and possibly wrap around it. See the Entanglement weapon property. Any creature with Strength less than 13 has disadvantage on attack rolls made with a heavy chain.

## NEW WEAPON PROPERTIES

The following new weapon properties apply to the new weapons presented below.

**Entanglement.** A proficient wielder can use the weapon to attempt a grapple (*Player's Handbook*, p. 195) of a Medium or smaller creature within 10 feet; the grapple check is made as an ordinary attack roll with the chain, instead of an Athletics check, though it's resisted as a normal grapple. The wielder can also use an action to try to pull an entangled creature closer, forcing it to make a Strength saving throw against DC equal to (8 + wielder's Strength modifier + wielder's proficiency bonus), or be moved 5 feet closer to the wielder.

**Knockdown.** On a hit against a Medium or smaller creature on the wielder's turn, a proficient wielder can choose to use an attack to try and knock the creature down. The target must make a Strength saving throw against DC equal to (8 + wielder's Strength modifier + wielder's proficiency bonus), or be knocked Prone. The knockdown attempt is *not* a bonus action, and can only be attempted by a wielder who gets multiple attacks when taking an Attack action, and has at least one of those attacks remaining to be made.

## STREET FIGHTING WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Fighting Sticks	1 sp	1d6 bludgeon	1 lb.	Finesse, light, thrown (range 20/60)
Giant Club	1 gp	1d10 bludgeon	20 lb.	Heavy, knockdown, two-handed, Str 15
Heavy Chain	5 sp	1d8 bludgeon	10 lb.	Entanglement, reach, two-handed, Str 13



## NPCs, STREET FIGHTERS

The following NPC street fighters might be members of a brutal street gang, or opponents faced in an underground fighting pit.

### BRAWLER

Medium humanoid (half-orc or human), any non-lawful alignment

**Armor Class** 14 (unarmored defense)

**Hit Points** 52 (8d8+16)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	9 (-1)	12 (+1)	10 (+0)

**Saving Throws** Str +5, Con +4

**Skills** Intimidate +2, Streetwise +3

**Damage Resistance** bludgeoning, piercing, and slashing damage

**Senses** passive Perception 11

**Languages** Common

**Challenge** 3 (700 XP)

**Rage.** While in combat, the brawler has advantage on all Strength checks and Strength saving throws.

**Savage Instinct.** As long as he isn't blinded, deafened, or incapacitated, the brawler has advantage on Dexterity saving throws and initiative rolls.

### ACTIONS

**Multiattack.** The brawler makes two unarmed or improvised melee attacks.

**Unarmed or Improvised. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

### CHAIN FIGHTER

Medium humanoid (half-orc or human), any non-lawful alignment

**Armor Class** 14 (Unarmored Defense)

**Hit Points** 65 (10d8+20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	9 (-1)	12 (+1)	10 (+0)

**Saving Throws** Str +5, Con +4

**Skills** Intimidate +2, Streetwise +3

**Damage Resistances** bludgeoning, piercing, and slashing damage

**Senses** passive Perception 11

**Languages** Common

**Challenge** 4 (1,100 XP)

**Rage.** While in combat, the chain fighter has advantage on all Strength checks and Strength saving throws.

**Savage Instincts.** As long as he isn't blinded, deafened, or incapacitated, the chain fighter has advantage on Dexterity saving throws and initiative rolls.

### ACTIONS

**Multiattack.** The chain fighter makes two melee attacks, any combination of chain and unarmed.

**Chain. Melee Weapon Attack:** +5 to hit, reach 10 ft., one target. *Hit:* 10 (1d8+6) bludgeoning damage, and if the target is a Medium or smaller creatures, the chain fighter may make a bonus action to attempt to entangle it. The creature must make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) roll, or become grappled by the fighter. Escape DC is 14.

**Unarmed. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) bludgeoning damage.



## CLUB FIGHTER

Medium humanoid (half-orc or human), any non-lawful alignment

**Armor Class** 14 (Unarmored Defense)

**Hit Points** 78 (12d8+24)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	10 (+0)

**Saving Throws** Str +5, Con +4

**Skills** Intimidate +2, Streetwise +3

**Damage Resistances** bludgeoning, piercing, and slashing damage

**Senses** passive Perception 11

**Languages** Common

**Challenge** 4 (1,100 XP)

**Rage.** While in combat, the club fighter has advantage on all Strength checks and Strength saving throws.

**Savage Instincts.** As long as he isn't blinded, deafened, or incapacitated, the club fighter has advantage on Dexterity saving throws and initiative rolls.

### ACTIONS

**Multiattack.** The club fighter makes two melee attacks, any combination of club and unarmed.

**Giant Club. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 11 (1d10+6) piercing damage, and if the target is a Medium or smaller creatures, the club fighter may make a bonus action to attempt to knock it prone. The creature must make a DC 14 Strength saving throw, or be knocked prone.

**Unarmed. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) bludgeoning damage.

## STICK FIGHTER

Medium humanoid (half-orc or human), any non-lawful alignment

**Armor Class** 16 (Unarmored Defense)

**Hit Points** 91 (14d8+28)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	9 (-1)	12 (+1)	10 (+0)

**Saving Throws** Str +5, Con +5

**Skills** Intimidate +3, Streetwise +4

**Damage Resistances** bludgeoning, piercing, and slashing damage

**Senses** passive Perception 11

**Languages** Common

**Challenge** 6 (2,300 XP)

**Rage.** While in combat, the stick fighter has advantage on all Strength checks and Strength saving throws.

**Savage Instincts.** As long as he isn't blinded, deafened, or incapacitated, the stick fighter has advantage on Dexterity saving throws and initiative rolls.

### ACTIONS

**Multiattack.** The stick fighter makes four melee attacks, at least two of which must be with fighting sticks.

**Fighting Stick. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) bludgeoning damage.

**Unarmed. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) bludgeoning damage.



## PIT CHAMPION

*Medium humanoid (half-orc or human), any non-lawful alignment*

**Armor Class** 17 (Unarmored Defense)

**Hit Points** 190 (20d8+100)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

**Saving Throws** Str +9, Con +9

**Skills** Athletics +9, Intimidate +5, Streetwise +5

**Damage Resistances** bludgeoning, piercing, and slashing damage

**Senses** passive Perception 11

**Languages** Common

**Challenge** 10 (5,900 XP)

**Grapppler.** When the pit champion hits a creature with an unarmed attack on his turn, he may use a bonus action to attempt to grapple that creature.

**Rage.** While in combat, the pit champion has advantage on all Strength checks and Strength saving throws, and all attacks of opportunity against the champion are at disadvantage.

**Savage Instincts.** As long as he isn't blinded, deafened, or incapacitated, the pit champion has advantage on Dexterity saving throws and initiative rolls.

### ACTIONS

**Multiattack.** The pit champion makes three unarmed melee attacks.

**Unarmed. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 14 (1d10+9) bludgeoning damage.



**LEGAL STUFF**

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